

FIG. 1

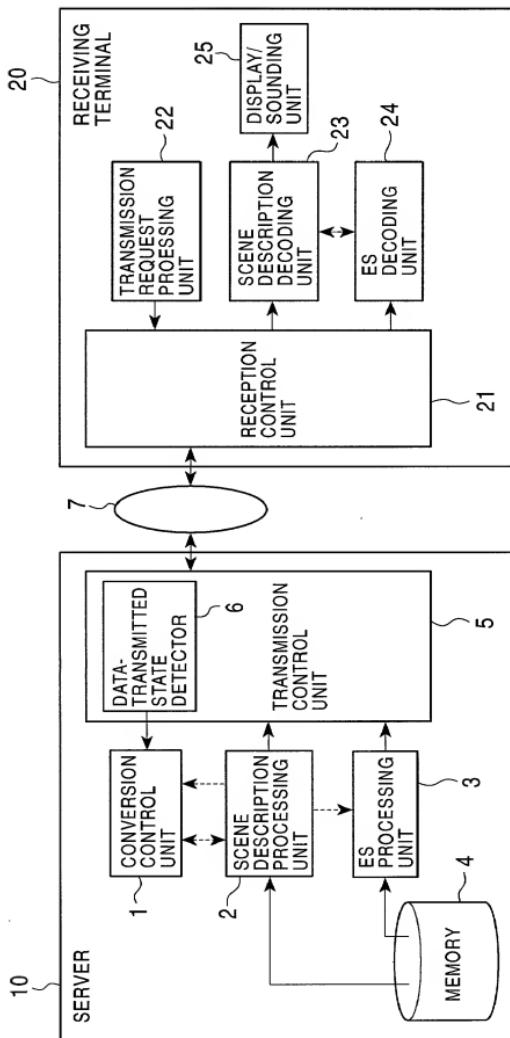


FIG. 2

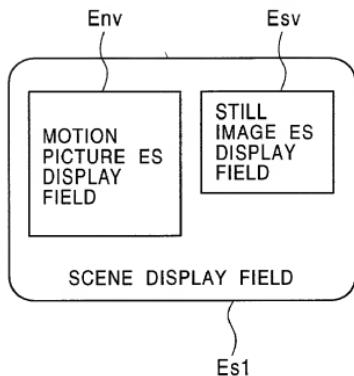


FIG. 3

```

Group{                                : GROUPING OF NODES THAT
  children[                            : CONSTITUTE SCENE
    Transform{                         : START OF DESCRIBING CHILD NODES
      translation -100                : GROUPING OF NODES RELEVANT
      scale 431                      : TO COORDINATE TRANSFORMATION
      children[                         : POSITION OF ORIGIN ON LOCAL
        Shape{                           : COORDINATE PLANE #500
          geometry Box{}()           : SCALING OF LOCAL
          appearance Appearance{         : COORDINATE PLANE #501
            texture MovieTexture{url 3}: MOTION PICTURE PROVIDING
          }                               : TEXTURE
        }
      ]
    }
  }
Transform{                         : POSITION OF ORIGIN ON
  translation 4.520                 : LOCAL COORDINATE PLANE #502
  scale 111                        : SCALING OF LOCAL
  children[                          : COORDINATE PLANE #503
    Shape{
      geometry Box{}()
      appearance Appearance{
        texture MovieTexture{url 4}
      }
    }
  ]
}
}

```

FIG. 4

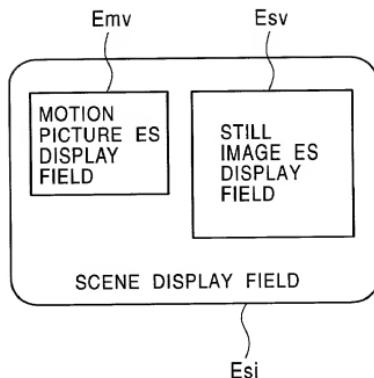


FIG. 5

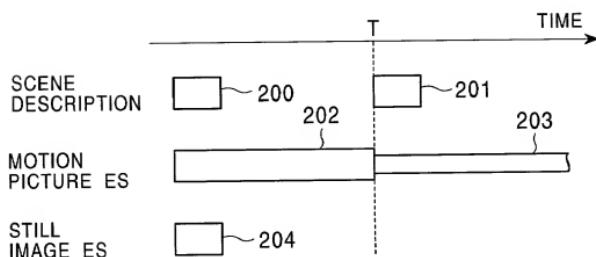


FIG. 6

```

Group{
  children[
    Transform{
      translation -4.520
      scale 10.751
      children[
        Shape{
          geometry Box{}
          appearance Appearance{
            texture MovieTexture[url 3]
          }
        }
      ]
    }
  ]
}

Transform{
  translation 100
  scale 441
  children[
    Shape{
      geometry Box{}
      appearance Appearance{
        texture MovieTexture[url 4]
      }
    }
  ]
}
]

```

: GROUPING OF NODES THAT CONSTITUTE SCENE
 : START OF DESCRIBING CHILD NODES
 : GROUPING OF NODES RELEVANT TO COORDINATE TRANSFORMATION
 : POSITION OF ORIGIN ON LOCAL COORDINATE PLANE #600
 : SCALING OF LOCAL COORDINATE PLANE #601
 : OBJECT TO BE DISPLAYED
 : CUBE
 : PROPERTIES OF SURFACE OF OBJECT
 : MOTION PICTURE PROVIDING TEXTURE
 : POSITION OF ORIGIN ON LOCAL COORDINATE PLANE #602
 : SCALING OF LOCAL COORDINATE PLANE #603

FIG. 7

```
ObjectDescriptor{  
    ODid=3  
    ES_Descriptor{  
        ES_ID=10  
        ...  
        DecoderConfigDescriptor{  
            ...  
            bufferSizeDB=4000  
            maxBitRate=1000000  
            avgBitRate=1000000  
            ...  
        }  
        ...  
    }  
}  
  
ObjectDescriptor{  
    ODid=4  
    ES_Descriptor{  
        ES_ID=11  
        ...  
        DecoderConfigDescriptor{  
            ...  
            bufferSizeDB=1000  
            maxBitRate=240000  
            avgBitRate=240000  
            ...  
        }  
        ...  
    }  
}
```

FIG. 8

```
ObjectDescriptor{  
    ODid=3 : IDENTIFIER CORRESPONDING TO  
              URL IN BIFS  
    ES_Descriptor{  
        ES_ID=10 : ES INFORMATION DESCRIPTOR  
        ...  
        DecoderConfigDescriptor{  
            ...  
            bufferSizeDB=2000 : ES DECODING BUFFER SIZE [Byte]  
            maxBitRate=500000 : MAXIMUM BIT RATE FOR ES [bps]  
            avgBitRate=500000 : AVERAGE BIT RATE FOR ES [bps]  
            ...  
        }  
        ...  
    }  
}  
ObjectDescriptor{  
    ODid=4  
    ES_Descriptor{  
        ES_ID=11  
        ...  
        DecoderConfigDescriptor{  
            ...  
            bufferSizeDB=1000  
            maxBitRate=240000  
            avgBitRate=240000  
            ...  
        }  
        ...  
    }  
}
```

FIG. 9

```

Group{
  children[
    Transform{
      translation 000 : POSITION OF ORIGIN ON LOCAL
      scale 4.5 4.51 : SCALING OF LOCAL
      children[ COORDINATE PLANE #902
        Shape{
          geometry Box{}
          appearance Appearance{
            texture MovieTexture[url 4]
          }
        }
      ]
    ]
  ]
}

```

FIG. 10

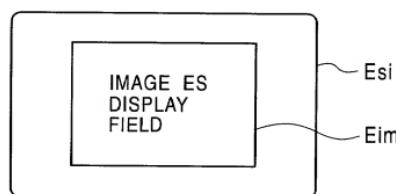


FIG. 11

```

Group{
  children[
    Transform{
      children[
        Shape{
          geometry IndexedFaceSet{
            coord Coordinate[
              point[
                0.0, 0.0, 0.0,
                ...
                1.0, -1.0, 0.0]
              ]
            coordIndex [
              0, 1, 3, -1,
              ...
              109, 110, 111, -1
            ]
          }
        }
      ]
    }
  ]
}

```

: OBJECT TO BE DISPLAYED
 : POLYGON
 : COORDINATES REPRESENTING APEX

: DESIGNATION OF COORDINATES REPRESENTING APEX

FIG. 12

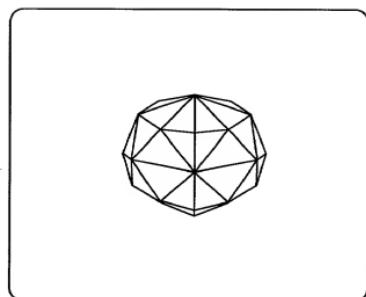


FIG. 13

```
Group{  
    children[  
        Transform{  
            children[  
                Shape{  
                    geometry Sphere{} : OBJECT TO BE DISPLAYED  
                } : SPHERE  
            }  
        }  
    }  
}
```

FIG. 14

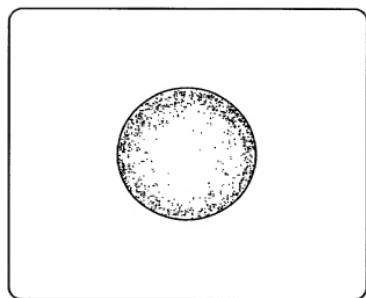


FIG. 15

```

Group{ children[
  Transform{
    translation -300
    children[
      Shape{
        geometry Sphere{} : SPHERE
      }
    ]
  }
  Transform{
    translation 0 0 0
    children[
      Shape{
        geometry Box{} : CUBE
      }
    ]
  }
  Transform{
    translation 0 -3 0
    children[
      Shape{
        geometry Cone{} : CONE
      }
    ]
  }
  Transform{
    translation 3 0 0
    children[
      Shape{
        geometry Cylinder{} : CYLINDER
      }
    ]
  }
]

```

FIG. 16

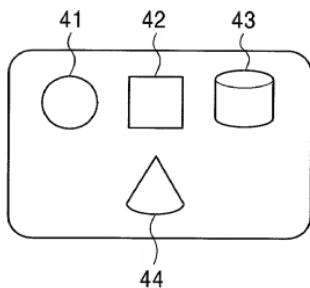


FIG. 17

```
DEF 1 Group{ children[
    Transform{
        translation -300
        children[
            Shape{
                geometry Sphere{} : SPHERE
            }
        ]
    ]
```

AU1

```
NodeInsertion command to 1's children
Transform{
    children[
        Shape{
            geometry Box{} : CUBE
        ]
    ]
```

AU2

```
NodeInsertion command to 1's children
Transform{
    translation 0-30
    children[
        Shape{
            geometry Cone{} : CONE
        ]
    ]
```

AU3

```
NodeInsertion command to 1's children
Transform{
    translation 300
    children[
        Shape{
            geometry Cylinder{} : CYLINDER
        ]
    ]
```

AU4

FIG. 18

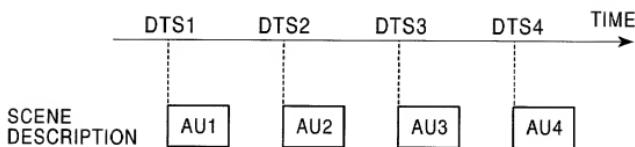


FIG. 19

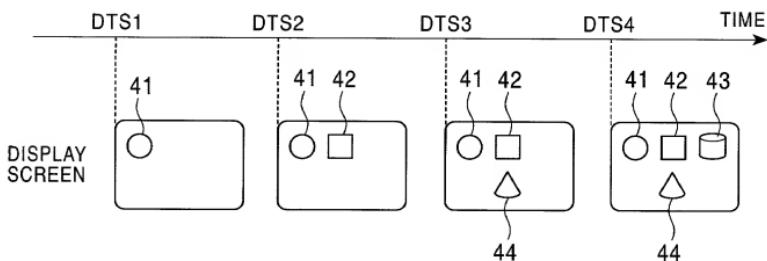


FIG. 20

